

8+

#87790

MOVE MORE//BATTLE MORE! **VITAL HERO**™ DIGITAL MONSTER

Instruction Manual

⚠ **Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. **NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures- Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio TV / technician for help. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. CAN ICES-3 (B)/NMB-3(B).

Made in China

Actual size, colors, styles and decoration may vary.

**Manufactured for Bandai America Incorporated,
2120 Park Place, Suite 120, El Segundo, CA 90245.**

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**Each Dim Card works for one VITAL HERO device only
App and Device in English only**



This product is powered with lithium-ion polymer batteries. Please follow your local district and area rules when discarding the product.



Notice**Please read before use.**

●The product is intended for ages 8 and older. Do not give the product to anyone below the specified age.

Caution

- Please read the instruction manual.
- Magnets are used on the product's electronic components. Please do not use the product with pacemakers.
- Do not stare on the LED screen or the flashing sensor lights for an extended period.
- Do not leave plugged in for extended periods of time.
- Do not short circuit the product under any circumstance.
- Do not place the product near open flames or charge/store, and store under extreme temperatures and conditions.
- Recharging only under adult supervision and never recharge the device unattended.
- Charge the product in a visible location and away from combustibles.
- Check the product and power cable before charging. Do not charge if the product or the power cable is broken or worn.
- Remove the power cable and stop use of the product if the product is hot, an unusual odor can be smelled, the product warps, smoke can be seen, or any other anomalies are detected while charging or using the product.
- Remove the power cable and stop use of the product if the product does not show that it is being charged, or the product does not charge after 4 hours of charging.
- Do not leave the power cable connected to the product after the product is charged.
- Do not wrap fingers with the power cable as it can strangle blood flow.

<Usage Warnings>

- Discard plastic packaging immediately after opening.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- Do not forcibly pull or bend moveable parts or attachments.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- Turn the power off and back on again if the product encounters an error.
- Use the power cable specific to the product. Do not use any other charging cable that was not packaged with product.
- Do not tug on the cord when removing the power cable as it can break or lead to complications.
- Do not use the product under cold temperatures. The cold may affect the battery, and prevent proper function of the product.
- We are not responsible for the loss of data from product usage.

**What is the VITAL HERO?**

VITAL HERO is the interACTIVE device that allows you to train your digital monster as you move. The VITAL HERO device senses your movements and activity as uses the data to Digivolve each character inside the Dim card. The more you move, the stronger your digital monster gets!

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Content Description

VITAL HERO...1

Dim card...1

Charging cable...1

VS Dim card...1



1 Turning the power on and charging the VITAL HERO

Push the power switch on the back of the VITAL HERO toward the " " part until you hear a click.

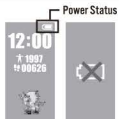
*Do not look directly at the sensor light. It may damage eyesight and nausea/dizziness.



Please use the product after it has been fully charged.
When charging, please use the included charging cable.
The power may not turn on if the product has not been sufficiently charged.

How to charge the VITAL HERO

1 Please charge the VITAL HERO if you notice that the power is low, or if the low power sign appears (as shown on the right).



2 Insert cable into your computer, or other USB port to charge VITAL HERO.



*Connect the USB charging cable to a PC or laptop.
Inappropriate use may lead to smoke, fire, and other hazards.
*Some USB charging ports may not work for the VITAL HERO.

3 Insert the USB Micro on the USB charging cable to the charging cable port.



4 Remove the charging cable after the VITAL HERO is fully charged.



*Remove the charging cable immediately if the charging sign does not appear when charging, or the product does not fully charge after 4 hours.

2 Setting the Date and Time

- Press the Select Button to set the date and time.
- Use the Confirm Button to set the year, day, and time.



Use the Select Button to choose the "Year", and then press the Confirm Button to transition to the "Month" and the "Day". Use the Confirm Button to choose "OK" to transition to the time setting. Choose "NG" to return to the "Year" setting.

*You can cycle between "Year", "Date", and "Time" by holding down on the Select Button.
*Clock precision: approximately ± 10 seconds daily.

3 Initial Dim User Registration

*The Dim registers the user information used within the VITAL HERO when initially inserted. Once used, the Dim cannot be used on other VITAL HERO devices.

Remove the Dim

Remove the Dim chip from the Dim card holder.



Insert the Dim

Insert the Dim into the Dim slot on the VITAL HERO.



*The VS Dim card is not used here.

Error ①



The error shown on the left appears when the data is broken, or an unusable Dim is inserted.

Data transfer

The data stored within the Dim will copy the data into the VITAL HERO. It will take approximately 50 seconds for the copying to complete.



Error ②



The error shown on the left appears when the copy fails. Remove the Dim, and then follow the instructions shown on the VITAL HERO to reinsert the Dim. This error will also appear when a Dim registered on another VITAL HERO device has been inserted.

Transfer complete

Once the copy is done, the Dim's information will display.



Removing the Dim

Remove the Dim once the image on the right displays.



*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.

*Do not turn off the power while the Dim is inserted.

*Do not remove the Dim until notified as you may lose your DIGIMON data.

4 A DIGIMON is born

Wearing your VITAL HERO

Put the VITAL HERO on when the image on the right appears.



Hatching your Digi-Egg

The Digi-Egg will hatch using the copied data from the Dim.



Your very own DIGIMON

Once the data is read, your DIGIMON will appear from the hatched Digi-Egg.



Transition to the home screen

You will transition to the home screen where you can begin training your DIGIMON.



5 The Home Screen



*Please note that the "Mile" noted refers to the "Milestone Point" gained from the number of steps taken.

DIGIMON's mood

The DIGIMON's mood is broken into 3 levels. The DIGIMON's attack power during battle, and the amount of VITAL points you gain from exercise and training changes depending on the DIGIMON's mood.

Good	Normal	Bad

*The conditions required for the mood to change differs between DIGIMONS.

DIGIMON's status

Your Digimon's condition will change depending on your activity and Milestone Point.

Running	Training	Walking	Idle	Sleeping	Injured	Healing	Item Effect	VITAL HERO Not Worn

*The DIGIMON will be idle when you are not exercising or having any major physical activity while you have the VITAL HERO on.

6 Screen Information Press the Select Button to cycle through the icons. Press the Confirm Button to view details of the selected icon.



Sleep Mode – DIGIMON's Sleep Hours



Press and hold the "Select Button" and "Confirm Button" at the same time while on the Home Screen to make your DIGIMON go to sleep. Press and hold the "Select Button" and "Confirm Button" at the same time while the DIGIMON is asleep to wake up your DIGIMON.

- *The DIGIMON will not sleep on their own.
- *The VITAL value does not change while the DIGIMON is asleep.
- *You cannot hold battles or take on missions while the DIGIMON is asleep.
- *The Digivolution Timer will count while the DIGIMON is asleep.
- *Removing the VITAL HERO will not affect the VITAL value if the DIGIMON is asleep.

It is recommended to charge the VITAL HERO while the DIGIMON is asleep.

7 Status Information Press the Select Button to cycle through the screen within the menu.

VITAL confirmation screen After the status confirmation screen, press the Confirm Button to check the VITAL value. 10085 → VITAL *The VITAL value changes depending on your "heartbeat", "Mile", and "battle results". *How much your VITAL value increases depends on the DIGIMON's mood.	Heartbeat confirmation screen While on the vital confirmation screen, press the Select Button to check on your heartbeat rate. 085 → 085 Standard Rate (The base rate where the DIGIMON's activity rate is low) Current Rate (The heartbeat rate within the last 5 minutes) *The heartbeat rate is strictly a game based rate, and is not medically accurate. *Any heartbeat rate lower than "65" will be displayed as "65".	Calibrate base heartbeat rate While on the heartbeat confirmation screen, hold down the Select Button and the Confirm Button to calibrate the base heartbeat rate. Your heartbeat rate is being updated when the image on the right is shown. 085 → 085
Mile confirmation screen While on the heartbeat confirmation screen, press the Select Button to check on your Miles. 1260 → Mile *The Miles is strictly a game based value, and is not accurate.	Return While on the mile confirmation screen, press the Select Button to transition to the image shown on the right. Press the Confirm Button to return to the home screen.	

VITAL

You can gain VITAL points from the increase of your heartbeat, the Miles detected, and your DIGIMON's battle results.

0085



*Your heartbeat is checked every 5 minutes. The VITAL value increases depending on your base heartbeat rate and your current heartbeat rate. The base heartbeat rate is different depending on the person as it is determined by that person's heartbeat rate.

*Any heartbeat rate lower than "65" will be displayed as "65".

*The heartbeat rate is strictly a game based rate, and is not medically accurate.

① How does the effect of your Miles impact your VITAL value: You gain 1 VITAL point for every 50 Miles.

*The amount of Miles you gain is checked every 3 minutes.

② How does the effect of your Digimon's battle results impact your VITAL value: The amount of VITAL points you gain varies depending on the DIGIMON's generation.

Your DIGIMON's Generation	Enemy DIGIMON's Generation							
	Rookie		Champion		Ultimate		Mega	
	Victory	Defeat	Victory	Defeat	Victory	Defeat	Victory	Defeat
Rookie	100	-80	500	-50	1000	-20	2500	-20
Champion	100	-150	300	-250	600	-50	1500	-80
Ultimate	50	-1500	100	-500	300	-250	800	-150
Mega	20	-2500	80	-1000	200	-400	500	-450

③ The DIGIMON's mood will add a correction value to the VITAL points gained.

Mood	Good	Normal	Bad (Injured)
Correction Value	×2.0	×1.0	×0.5

④ The maximum VITAL point that can be accumulated depends on the DIGIMON's generation.

Generation	Rookie	Champion	Ultimate	Mega
Maximum value	2500	5000	7500	9999

*Up to 9999



■ Your VITAL value will go down by 50 points for every 5 minutes the VITAL HERO is not worn.

■ The VITAL HERO determines that it is not worn if the number of Miles gained is 30 points or less after 3 minutes and no heartbeat can be detected after 5 minutes.

■ The VITAL value does not change while a DIGIMON is being transferred between the VITAL HERO and a VS Dim card.

8 DIGIMON Information



Basic Information Confirmation Screen

While the DIGIMON is displayed on the screen, press the Confirm Button to check the DIGIMON's current state.



*Press the Confirm Button to check the current DIGIMON's Digivolution record.

*DIGIMON that have been saved in backup cannot be viewed through these steps.

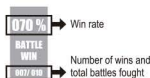
DIGIMON status confirmation screen

While on the basic information confirmation screen, press the Confirm Button to check the DIGIMON's status.



Battle results confirmation screen

While on the DIGIMON status confirmation screen, press the Confirm Button to check on your DIGIMON's battle record.



Trophies confirmation screen

While on the battle results confirmation screen, press the Confirm Button to check on the number of trophies you acquired.



Return

While on the trophies confirmation screen, press the Select Button to transition to the screen shown on the right. Press the Confirm Button to return to the home screen.



9 Missions



Missions are available when the DIGIMON reaches its Rookie generation.

Normal mission

While on the normal mission screen, press the Confirm Button to check on the mission for that day.

*Only 1 mission can be done per day.

*The word "CLEAR" appears on the screen if the mission is cleared. The mission will be available when the date changes.



Mile	VITAL	Battle	Win
GOAL 3000 0000	GOAL 400 0000	BATTLE 3 0000	WIN GOAL 1 0000

Hard mission

While on the normal mission screen, press the Select Button to switch to the hard mission screen. Select the mission and press the Confirm Button to take on the mission. Each mission has specific conditions such as time limits, goal amounts, and heartbeat rate goals that determine the number of trophies you can gain. "GOOD" will get you 1 trophy and "GREAT" will get you 2 trophies.



*You can challenge yourself with each mission once a day. Clearing a mission will bring up the next mission. Once all missions are cleared, they will become available again when the date changes.

*You can select "CRUNCH" after clearing "SQUAT". The missions will then move to "PUNCH" and then "DASH".

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Generation	Rookie	Champion	Ultimate	Mega
Maximum value	2500	5000	7500	9999

*Up to 9999



- Your VITAL value will go down by 50 points for every 5 minutes the VITAL HERO is not worn.
- The VITAL HERO determines that it is not worn if the number of Miles gained is 30 points or less after 3 minutes and no heartbeat can be detected after 5 minutes.
- The VITAL value does not change while a DIGIMON is being transferred between the VITAL HERO and a VS Dirm card.

8 DIGIMON Information



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*DIGIMON that have been saved in backup cannot be viewed through these steps.

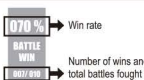
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Return

While on the trophies confirmation screen, press the Select Button to transition to the screen shown on the right. Press the Confirm Button to return to the home screen.



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GOAL 3000 0000	GOAL 400 0000	BATTLE GOAL 3 0000	WIN GOAL 1 0000

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HARD MISSION	Squat	Crunch	Punch	Dash
GOAL 20 SEC 0000	GOAL 20 SEC 0000	GOAL 30 SEC 0000	GOAL 20 SEC 0000	GOAL 20 SEC 0000

*You can challenge yourself with each mission once a day. Clearing a mission will bring up the next mission. Once all missions are cleared, they will become available again when the date changes.
*You can select "CRUNCH" after clearing "SQUAT". The missions will then move to "PUNCH" and then "DASH".

Special mission

While on the hard mission screen, press the Select Button to switch to the special mission screen. Special mission can be selected by using the app. For details on using the app, please see "14 Using the App".



*The conditions for clearing the mission and the amount of trophies gained will vary depending on the app.
 *You can transfer each mission category up to a maximum of 4 from the app to the VITAL HERO.
 *If all 4 categories are cleared, the VITAL HERO will return to its normal state before communicating with the app.
 *The app may change, update, or end its service at any time.

Mile GOAL 3000 0000	VITAL GOAL 400 0000	Battle GOAL 3 0000	Win GOAL 1 0000
-------------------------------------	-------------------------------------	------------------------------------	---------------------------------

Adventure mission

Adventure mission has a set mile goal for each stage. You can face enemy DIGIMONS in battle only after reaching the mile goal.

Adventure mission

 While on the adventure mission screen, press the Confirm Button to move to the stage select screen.

Stage Select

 Use the Select Button to select the stage.

Mission start

 Press the Confirm Button to start the mission.

Mission mode

 The stage boss battle will begin when you reach the mile goal.
 *See "10 Battles" for details on how to battle.

Win or lose

 One of the images on the right will appear depending on the battle result. The next stage is unlocked if your DIGIMON wins. You will need to restart the stage if your DIGIMON loses.

Stopping a mission

 While in a mission, hold down on the Confirm Button to transition to the stop screen. Press the Confirm Button while on the stop screen to return to the home screen.
 *The screen will go back to the mission screen if left untouched for 3 seconds.
 *You can choose any of the stages you cleared in adventure mission if you decide to challenge yourself again after stopping a mission.

10 Battles

Battles are conducted by leaving the home screen on and then touching the VITAL HERO screen onto an NFC enabled device, or when challenging yourself in adventure missions (see "1 Missions").
 *NFC enabled device: devices with card reading functions such as credit/debit card payment terminals, vending machines, other 'tap to pay' locations and most smartphones.
 *Battles are available once the DIGIMON reaches its Rookie generation.

Home screen

 Touch an NFC enabled device while the home screen is on to battle.

Encounter

 After encountering an enemy DIGIMON, press either of the buttons to move to the battle screen.

Battle

 The battle is automatically conducted after encountering any random enemy DIGIMON. The DIGIMONS attack up to 5 rounds and whoever with the most HP after the last round wins.

Critical attack

 The image above will appear immediately before a critical attack is used.
 *The timing of when critical attacks are done varies depending on the DIGIMON.

Battle Result

 The results of the battle are displayed here. You can gain VITAL points if you are victorious.

Transition to the home screen

 After battle, the screen returns to the home screen.

Escape

 Hold down on the Select Button when the enemy DIGIMON's image appears to escape from battle.

Losing in battle

 Losing in battle will lower your VITAL value, and may injure or even lead to your DIGIMON's death. For more details, please see "10 Death and Injury".

The battle results are determined by your DIGIMON's status, attribute, mood, and your VITAL value.

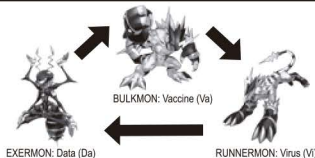
Status Determines your DIGIMON's hit rate.
 Attribute Applies a correction value based on the enemy DIGIMON's attribute.
 Mood Affects the DIGIMON's attack power.
 VITAL Affects the DIGIMON's Hit Points.

Caution

- *Be careful of your surroundings when playing outside.
- *Confirm that the NFC enabled device is working before touching the device. Please also confirm that the VITAL HERO has the home screen on.
- *Some NFC enabled devices are not compatible with the VITAL HERO. Please try another NFC enable device if you encounter problems connecting.



Each DIGIMON has an attribute.
 The 4 Types are "Vaccine (Va)", "Virus (Vi)", "Data (Da)", and "Free (Fr)".



*Above image shows a sample of attribute priorities.
 *DIGIMONS classified as "Free (Fr)" do not have any strengths or weakness against the other attributes.

11 Death and Injury

Healing injuries

Home screen

The image on the right shows the DIGIMON injured. DIGIMONS may be injured when losing a battle.

Heal mode

You will need to place the DIGIMON in "Heal" mode in order to heal its injury.

First injury.....10 minutes
Second injury.....30 minutes
Third injury.....60 minutes

Healed

The DIGIMON will notify you with a sound when it is fully healed.

Transition to the home screen

Once healed, the screen will return to the home screen.

DIGIMON's death

Death notification

The DIGIMON has died if the images on the right appear.

*The DIGIMON will die if it loses 3 battles in a row while injured.
*The DIGIMON will die if the VITAL HERO is left off for more than 24 hours.
*The countdown is passed and the DIGIMON will not die, even after 24 hours have passed, if the battery dies or while the power is off.
*The next DIGIMON will not inherit any of the previous DIGIMON's VITAL value, Mile value, battle records, and trophies.

Result confirmation

Press the Confirm Button to move to the DIGIMON's result screen.

Hatching your Digi-Egg

The Digi-Egg will hatch once you press the Confirm Button.

Transition to the home screen

Your new DIGIMON appears.

12 Digivolution The DIGIMON will Digivolve (evolve) based on your VITAL value, trophies, win rate, and Digivolution Timer.

VITAL

You can gain VITAL points through training and battles. Please see **11** Status Information to learn more about gaining VITAL points.

Trophies

Gain trophies by clearing missions. Please see **11** Missions to learn more about gaining trophies.

Win Rate

The win rate changes depending on battle results. Please see **10** Battles to learn how to battle.

Digivolution Timer

The timing of when a DIGIMON can Digivolve varies depending on the DIGIMON's generation.

*The DIGIMON may Digivolve into a different form depending on the VITAL value, trophies gained, and the win rate.
*The Digivolution Timer will start counting from when the DIGIMON Digivolves. If the DIGIMON doesn't meet the requirements needed to Digivolve when the time comes, the timer count resets to "0".
*The Digivolution Timer varies depending on the Dim used on the VITAL HERO.
*The Digivolution Timer doesn't count while the DIGIMON is sleeping.

Battles and missions can be done when the DIGIMON reaches its Rookie generation.

*The chart below is a sample of how a Digivolution Timer works.

Digivolution Generation	Digivolution Timer
In-Training I	1h
In-Training II	3h
Rookie	16h
Champion	24h
Ultimate	24h
Mega	None

Jogres Digivolution (DNA Digivolution) A special type of Digivolution that takes place when you have 2 DIGIMONS in your VITAL HERO.

The Jogres Digivolution chart below is for sample purposes. The Jogres Digivolution may vary between the Dim cards.

Attribute	DIGIMON B (DIGIMON saved in backup)			
	Vaccine (Va)	Virus (Vi)	Data (Da)	Free (Fr)
DIGIMON A (DIGIMON in training)	Vaccine (Va)	×	○	○
	Virus (Vi)	○	×	○
	Data (Da)	○	○	×
	Free (Fr)	○	○	○

- Jogres Digivolution occurs between Champion and Ultimate DIGIMONS, and only when both DIGIMONS are the same generation. *Some exceptions apply.
- If you have DIGIMON B saved in backup, DIGIMON A that is in training (on the home screen) may gain access to Jogres Digivolution when it can Digivolve.

Advantages of Jogres Digivolution

- You can Digivolve without meeting the 3 requirements that are usually needed.

Jogres Digivolution Warnings

- The DIGIMON saved in backup will not Jogres Digivolve with the DIGIMON on the home screen.
- If you do not want to Jogres Digivolve, either cancel the Digivolution or remove the DIGIMON in backup that is triggering the Jogres Digivolution.

Digivolution effect 1

The above Digivolution effect appears when the Digivolution Timer reaches its requirement and when the DIGIMON can Digivolve or Jogres Digivolve.

Digivolution effect 2

The Digivolved DIGIMON appears.

Home screen

You will be returned to the home screen once the Digivolution is done.

Canceling the Digivolution

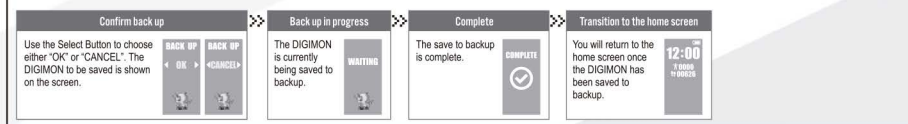
Hold down the Confirm Button while the image on the left is on screen to cancel the Digivolution.

The DIGIMON's VITAL value, mood, win rate, trophies count, and injury status are reset when the Digivolution is complete.
*This does not apply when Digivolving from In-Training I to In-Training II, and from In-Training II to Rookie.

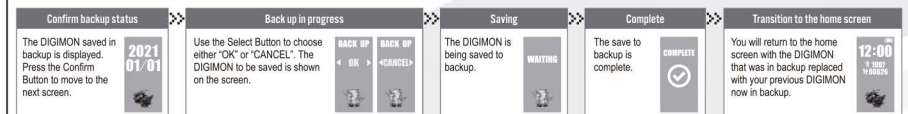
13 Backup

How to Save Your DIGIMON to Backup

When no data is found in backup



When you already have a saved backup data & when you want to replace the backup data



*The flow above is replacing PULSEMON with VORVOMON who is in backup.

*You can raise up to 2 DIGIMONS in your VITAL HERO by saving one of the DIGIMONS in backup.

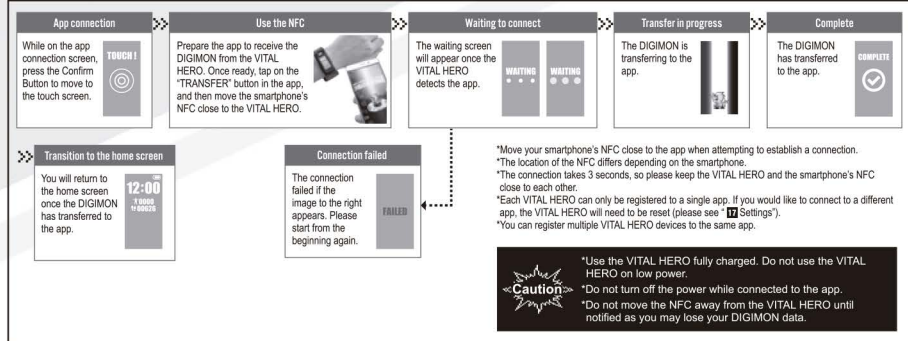
*The DIGIMON's VITAL value, status, battle results, days trained, and trophies are also saved to backup.

14 Using the App

*The app may change, update, or end its service at any time.

*Follow the instructions noted below for proper use of the Vital Bracelet app.

Transferring data from the VITAL HERO to the app



*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
 *Do not turn off the power while connected to the app.
 *Do not move the NFC away from the VITAL HERO until notified as you may lose your DIGIMON data.

Transferring data from the app to the VITAL HERO (return the saved DIGIMON on the app)

App connection Go to the app connection screen. 	Use the NFC ① Prepare the app to receive the DIGIMON from the VITAL HERO. Once ready, tap on the "DIM CARD CHECK" button in the app, and then move the smartphone's NFC close to the VITAL HERO. 	Waiting to connect The waiting screen will appear once the VITAL HERO detects the app. 	Insert the Dim Insert the Dim into the Dim port on the VITAL HERO. *The VS Dim card is not used here. *Insert the Dim displayed on the app into the Dim port.  *Depending on the situation, you may not need to insert a Dim card.	
Data transfer The data stored within the Dim will copy the data into the VITAL HERO. It will take approximately 50 seconds for the copying to complete. 	Transfer complete Once the copy is done, the Dim's information will display. 	Removing the Dim Remove the Dim once the image on the right displays. 	App Connection The screen will move to the app connection screen once the Dim is removed. 	Use the NFC ② Tap on the "DIM INSTALL CHECK" button in the app, and then move the smartphone's NFC close to the VITAL HERO. 
Waiting to Connect The waiting screen will appear once the VITAL HERO detects the app. 	Use the NFC ③ Confirm that the Dim displayed is correct. Tap on the "TRANSFER" button in the app, and then move the smartphone's NFC close to the VITAL HERO. 	Transfer in progress The DIGIMON is transferring to the VITAL HERO. 	Complete The DIGIMON has transferred to the VITAL HERO. 	Transition to the home screen You will return to the home screen with the DIGIMON on screen. 

Connection failed
 The connection failed if the image to the right appears. Please start from the beginning again.


Caution

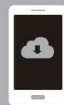
- *Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
- *Do not turn off the power while connected to the app.
- *Do not move the NFC away from the VITAL HERO until notified as you may lose your DIGIMON data.

Confirming your Tamer Level

Connected to the app 	Not connected to the app  You will be prompted to a screen leading you to connect to the app. *Once prompted, a blank Tamer Level will display (right image).
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While on the home screen, press the Confirm Button to move to the screen shown on the right.

*There are 15 different emblems that correspond to the Tamer Level.
 *The Tamer Level will not change from gameplay within the VITAL HERO.



Check out the "official Vital Bracelet website" to download the app!



*Please connect using your subscribed Internet provider.

*The app may change, update, or end its service at any time.

15 How to Use the Dim

*The Dim registers the user information used within the VITAL HERO when initially inserted. Once used, the Dim cannot be used on other VITAL HERO devices.

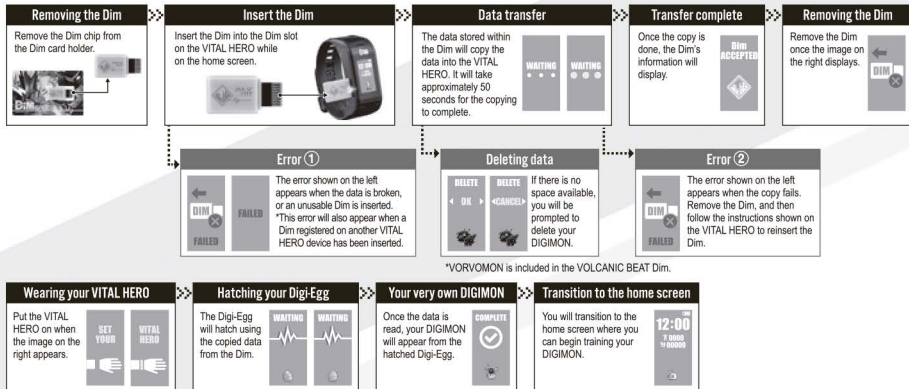


Dim is a data memory drive that is used as an expansion for the VITAL HERO



*Use the VITAL HERO fully charged. Do not use the VITAL HERO on low power.
*Do not turn off the power while the Dim is inserted.
*Do not remove the Dim until notified.

- Area** Gain access to areas and missions
- Digimon** Gain access to the DIGIMON data that lives within the area
- Graphic** Gain access to area graphics that are used as backgrounds



16 Using the VS Dim You can battle other VITAL HERO devices using the VS Dim card.

How to send your DIGIMON ① (Saving to the VS Dim) *Sends the DIGIMON on VITAL HERO A to the VS Dim.

Insert the VS Dim  Insert the VS Dim into the Dim slot on VITAL HERO A. *The following steps can also be done on VITAL HERO B.	Saving to the VS Dim  The image on the right will appear when the VS Dim is inserted while the home screen is on.	Data transfer  The data stored within the Dim will copy the data into the VITAL HERO. It will take approximately 50 seconds for the copying to complete.	Transfer  The DIGIMON is being transferred.	Transfer complete  The transfer is complete when the image on the right displays.
Transition to the home screen  The DIGIMON's data has been saved to the VS Dim.	Error  The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.			

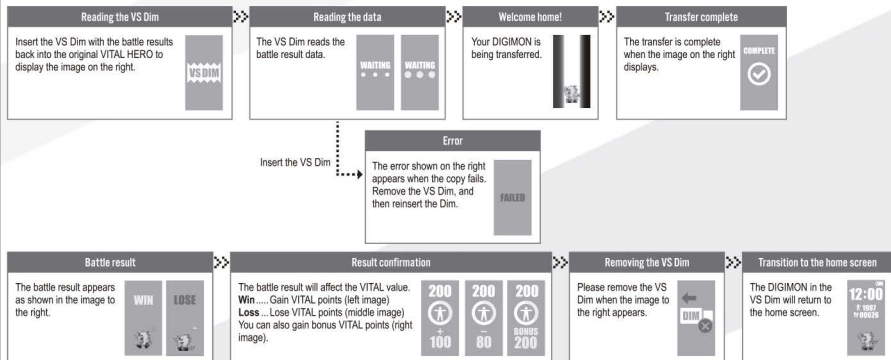
How to send your DIGIMON ② (Reading the VS Dim) *Used to battle the DIGIMON in VITAL HERO B with the DIGIMON in a VS Dim. The battle will display on VITAL HERO B.

Insert the VS Dim  After saving the DIGIMON data onto a VS Dim as shown under "How to send your DIGIMON ①", insert the said VS Dim into VITAL HERO B while the home screen is displayed.	Reading the VS Dim  The image on the right will appear when the VS Dim is inserted while the home screen is on.	Battle  The DIGIMON in VITAL HERO A that has been transferred to the VS Dim is inserted into VITAL HERO B to battle the DIGIMON there. Please see "11 Battles" for more details on how to battle.
Error  The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.		

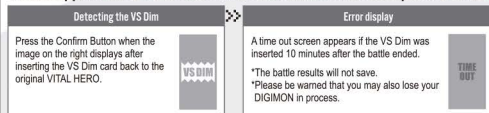
Reading the win and loss data *The battle results for the DIGIMON on VITAL HERO B will appear on screen.

Battle result  The battle result appears as shown in the image above.	Result confirmation  The battle result will affect the VITAL value. Win..... Gain VITAL points (left image) Loss..... Lose VITAL points (middle image) You can also gain bonus VITAL points (right image).	Reading the data  The VS Dim reads the battle result data.	Data save complete  The data has been successfully saved.	Removing the VS Dim  Please remove the VS Dim when the image above appears.	Transition to the home screen  Once the battle is over, you will be transitioned to the home screen.
Reinsert the VS Dim  The image on the right displays if the VS Dim is removed during battle. Please reinsert the VS Dim.					

Please insert the VS Dim to the original VITAL HERO within 10 minutes after the battle is over to avoid loss of the DIGIMON data.



What happens if the VS Dim is inserted after 10 minutes has passed since the end of the last battle?



- *Do not leave the VS Dim inserted in VITAL HERO A.
- *After inserting the VS Dim to VITAL HERO B, do not remove and reinsert back to VITAL HERO B or to other unrelated VITAL HERO devices.
- *The DIGIMON may disappear from the screen if above noted cautions are done. The DIGIMON will appear back on the screen before it was sent to battle after 10 minutes have elapsed.

Unlike normal DIGIMON battles, the losing DIGIMON is not injured in VS Dim battles.
 You can gain bonus VITAL points battling in VS Dim battles. The amount you gain differs depending on your DIGIMON's generation.
 *The VITAL HERO will not detect Miles, heartbeats, detect Dim cards, or any other elements while in battle.

17 Settings

